LUNAR LEEPER

Cries of "Help! Help!" come wafting up from the planet Opthamalia. Your crew is stranded in the Valley of the Leepers!

The dreaded Lunar Leepers are omnivorous: they eat anything that moves! The creatures are distinguished by two long rubbery legs, a single eye and a massive green beak. Since they can munch a whole spaceship with ease, just think how frightened your crew must be!

LOADING INSTRUCTIONS

ROM Cartridge

1. Turn off your computer.
2. Insert your **Lunar Leeper** cartridge (face up) into the slot to the right in the rear of your computer.
3. Plug your joystick into either port on the right side of the computer.
4. Turn on the power to the computer and monitor.
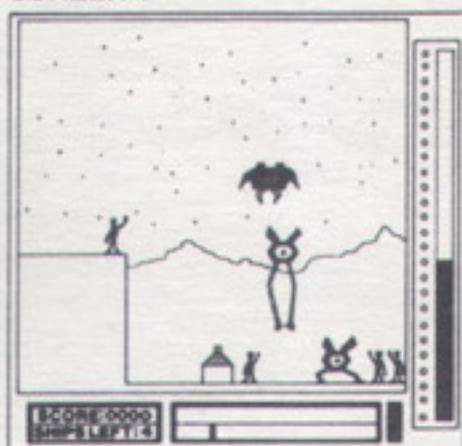5. PRESS ◄F1► to start game.

Disk

1. Label side up, insert the disk in the disk drive and close the drive door.
2. Plug your joystick into either port on the right side of the computer.
3. When the screen says "**Ready**"

   TYPE ◄LOAD"LUNAR LEEPER",8,1►, PRESS ◄RETURN►.

4. The screen will say the computer is searching for **LUNAR LEEPER**; the computer will then find the program and load it.
5. PRESS ◄F1► to start game.

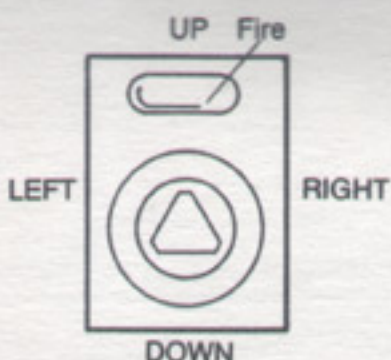**SCREEN 1**

SCREEN 2

CONTROLS

Joystick

Use joystick to direct movements up, down, left, right. Allow for inertia in avoiding Leepers.

Button fires left and right in direction of movement.

FUNCTION KEYS

◄F1►	To Start/Restart Game
◄F3►	To Pause Game
◄F7►	To Select Game Level 1-7

HOW TO PLAY LUNAR LEEPER

When you spot one of your crew below in the Valley of the Leepers, swoop down and carry him to the safety of the cliffs on either side of the valley. You can shoot the deadly Leepers as you go, or leave them to acquire bonus points later.

A refueling station will appear at the base of each cliff when you begin to run low on fuel. If you allow your supply to run out your ship will crash.

Your ship is highly maneuverable, but it has no brake! Only with careful steering can you avoid those ever-hungry Leepers!

When all your men are either rescued or killed, or when you have killed all the Leepers, the second scene will begin. You are deep in an Opthamalian cave, searching for the giant eyeball at the end of the tunnel. It is guarded by the trabants, which must be destroyed. Watch out for the lasers! Time is limited for this second mission, since there is no refueling station inside the cave.

SCORING

Scene 1

saving man	1700
shooting Leeper	20
Leepers left	1000
man shot	- 300
man eaten	- 1000

Scene 2

shooting trabant	20	
shooting eyeball	8000	(Level 0)
	to 64000	(Level 7)

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